

POWER ARCADE™ **FLIGHT COMMANDER™**

GAME PLAY INFORMATION

With Flight Commander Control, you can imagine you're flying a real fighter plane and shooting a real machine gun. Flight Commander instantly responds to every move you make to deliver precision control and pinpoint firing accuracy. You're in total command of all the screen action as you take off for the battle.

A copyright protection is claimed on the program stored within the cartridge.

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HOW TO SET UP FLIGHT COMMANDER

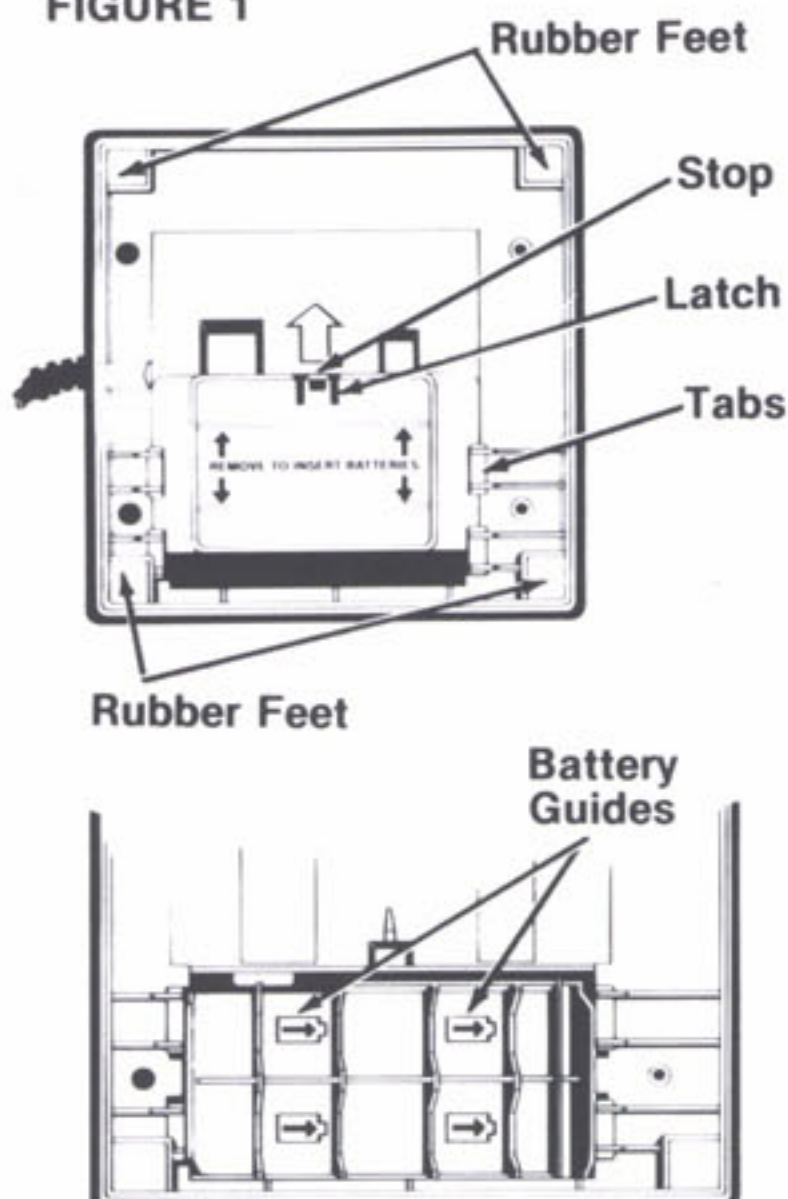
1. **Connection of Video Game System:** Connect your video game system to your television following the manufacturer's instructions. **Please Note:** Cosmic Commander is compatible with Atari® 2600,™ ColecoVision™ with Expansion Module for Atari®, and Sears Tele-Games® Video Arcade.™

2. Preparation of Flight Commander

A. BATTERY INSERTION: Four "D" size batteries are required to power the special effects (lights and vibrations) of Flight Commander. To insert batteries, carefully turn Flight Commander upside down. Open up the battery compartment door by gently lifting up the latch and sliding it over the stop. Then slide the door out from under the tabs as shown in Figure 1.

Lift off the door and insert the four batteries into the compartment using the arrangement of the four battery symbols molded into the bottom of the compartment as a guide. To replace the door, slide it under the tabs until the latch snaps into place.

FIGURE 1



B. LABEL APPLICATION: peel off the eight Flight Commander Control labels from the label sheet and apply them to the unit as shown in Figures 2A and 2B.

FIGURE 2A

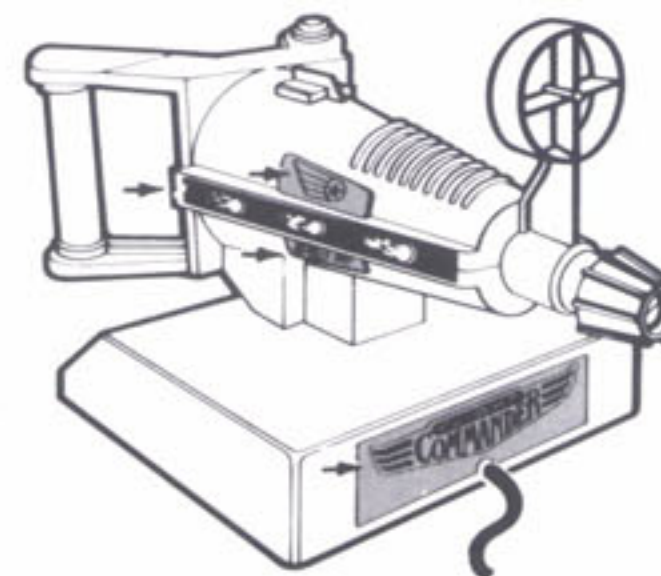
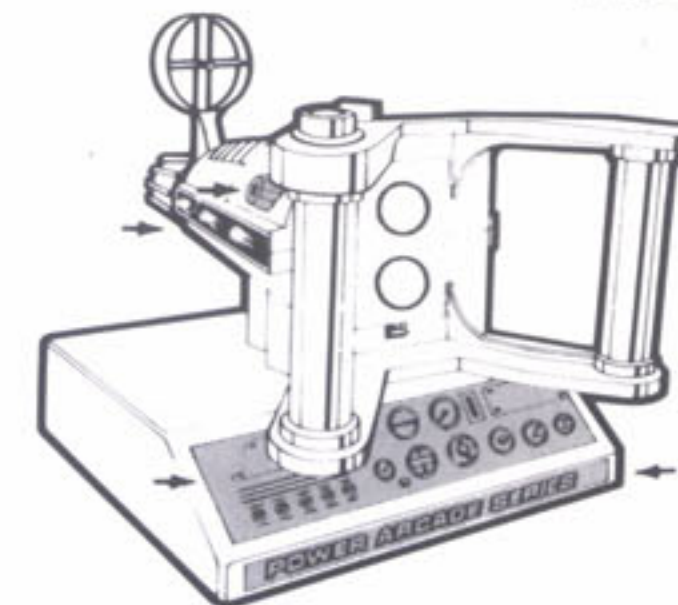
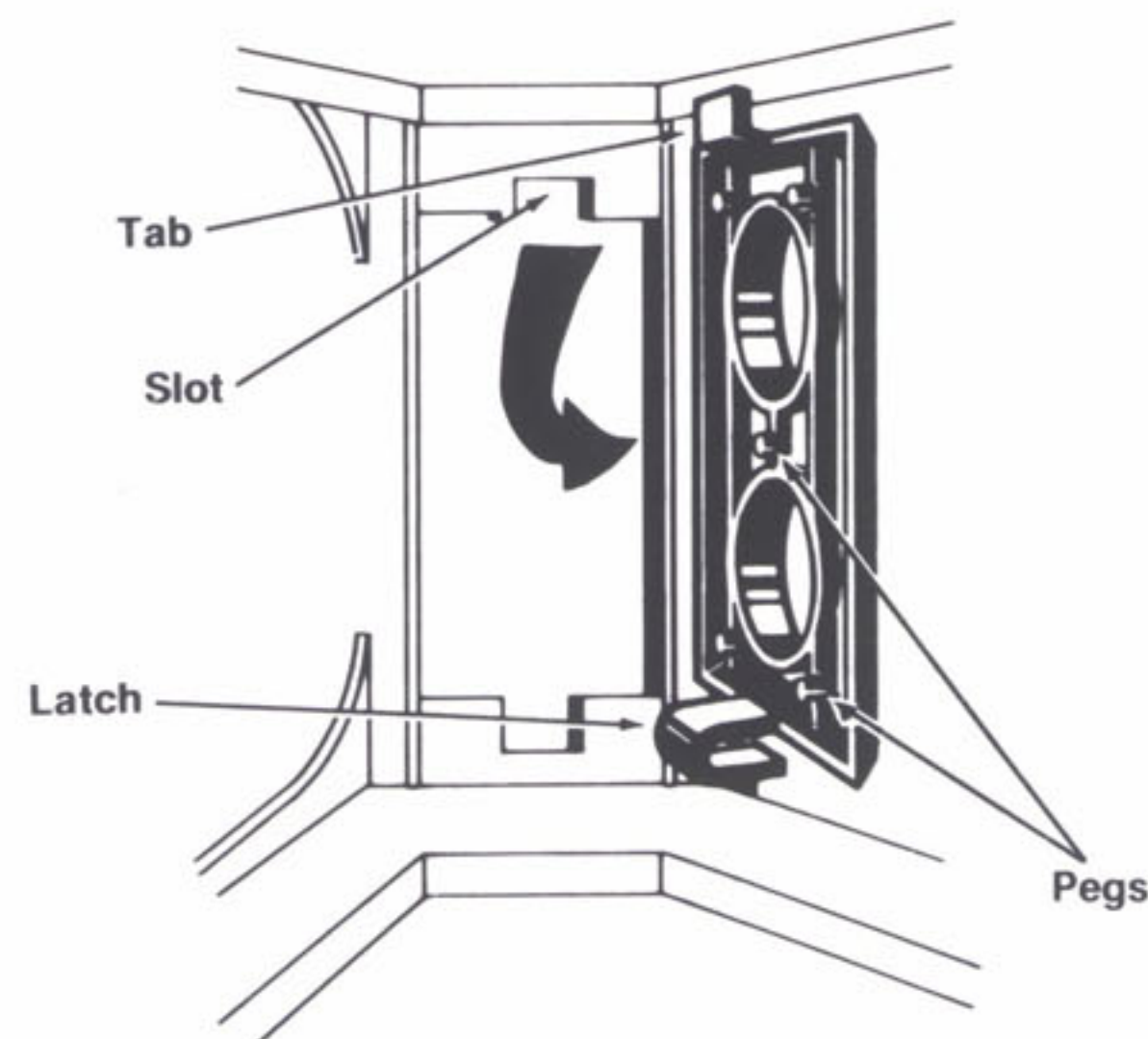


FIGURE 2B



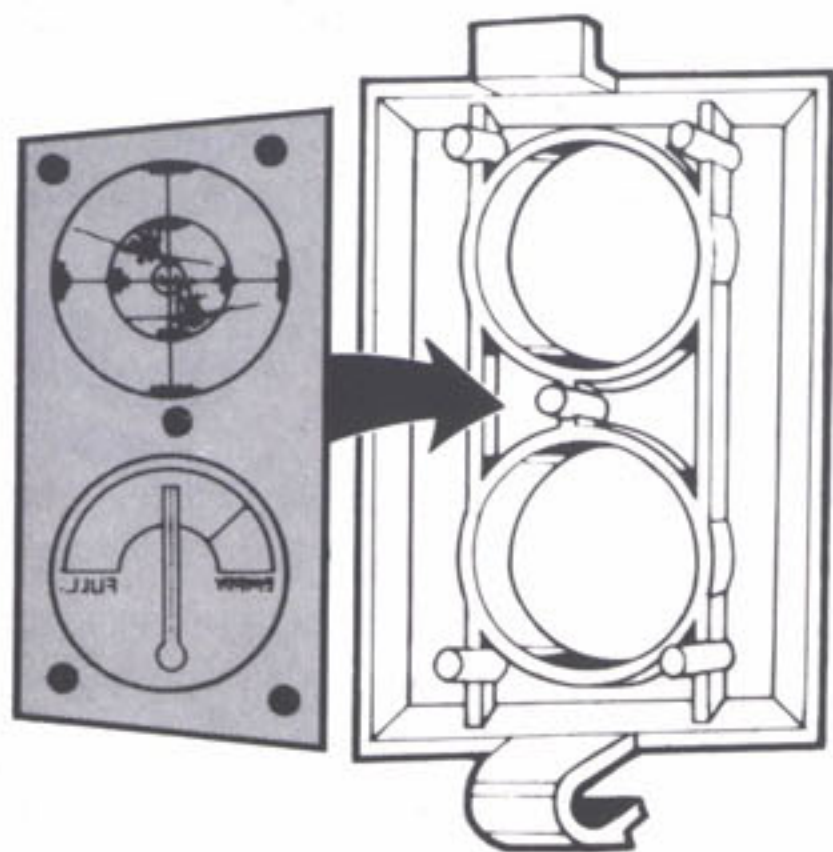
Remove the instrument panel door as shown in Figure 3A. To do so, gently lift up the latch and carefully remove the door from the unit.

FIGURE 3A



Attach the transparent gauge label to the back of the door. Line up the five holes in the label with the five pegs on the back of the door and carefully press into place as shown in Figure 3B. The fuel gauge should be positioned at the bottom hole in the door so that you can read the words "EMPTY" and "FULL" through the front of the door.

FIGURE 3B



To replace the door, slide the tab into the upper slot and press the door latch into place.

Also peel off the Spitfire Attack cartridge name label from the label sheet and apply it to the cartridge end panel with the top of the label toward the pre-labeled side as shown in Figure 4.

C. RUBBER FEET: peel off the four rubber feet from the strip and attach them to the bottom of the unit as shown in Figure 1 on page 2.

3. Carefully plug the Flight Commander cable into the LEFT joystick port as labeled on your video game system console. The cable is designed to fit only one way so do not try to force it into the port. Match the pattern of the holes in the plug to the pins in the receptacle.

FIGURE 4



4. Flight Commander Bulb Replacement

A. If the bulb burns out, here's how to change it. Carefully unplug the Flight Commander cable from the left joystick port of your video game system console.

B. Remove the instrument panel door from the unit as shown in Figure 3A on page 3.

C. Unscrew the old bulb by turning it counterclockwise then remove it from the socket. Replace the old bulb with a new G.E. #14, clear, 2.5 volt, screw base bulb. Screw the new bulb into the socket by turning it clockwise.

D. To replace the instrument panel door, slide the tab into the upper slot and press the door latch into place.

E. Carefully plug the Flight Commander cable back into the left joystick port of your video game system console.

NOW YOUR FLIGHT COMMANDER CONTROL IS READY FOR ACTION. ALL SYSTEMS ARE "GO"...YOU'RE READY TO FLY A SPITFIRE ATTACK MISSION!

SPITFIRE ATTACK™ INSTRUCTIONS

You're a fearless pilot about to take off on a very dangerous mission. The enemy is on the offensive and they just ordered all their planes into the air for an all-out assault. Grab the controls of your Spitfire fighter and spearhead the counterattack. Fly low and fast over enemy territory, banking left, then right to scan the horizon for attacking planes. Peel off and power dive to knock out antiaircraft guns and ammo dumps. Zoom up with guns blazing to blast enemy fighters out of the sky.

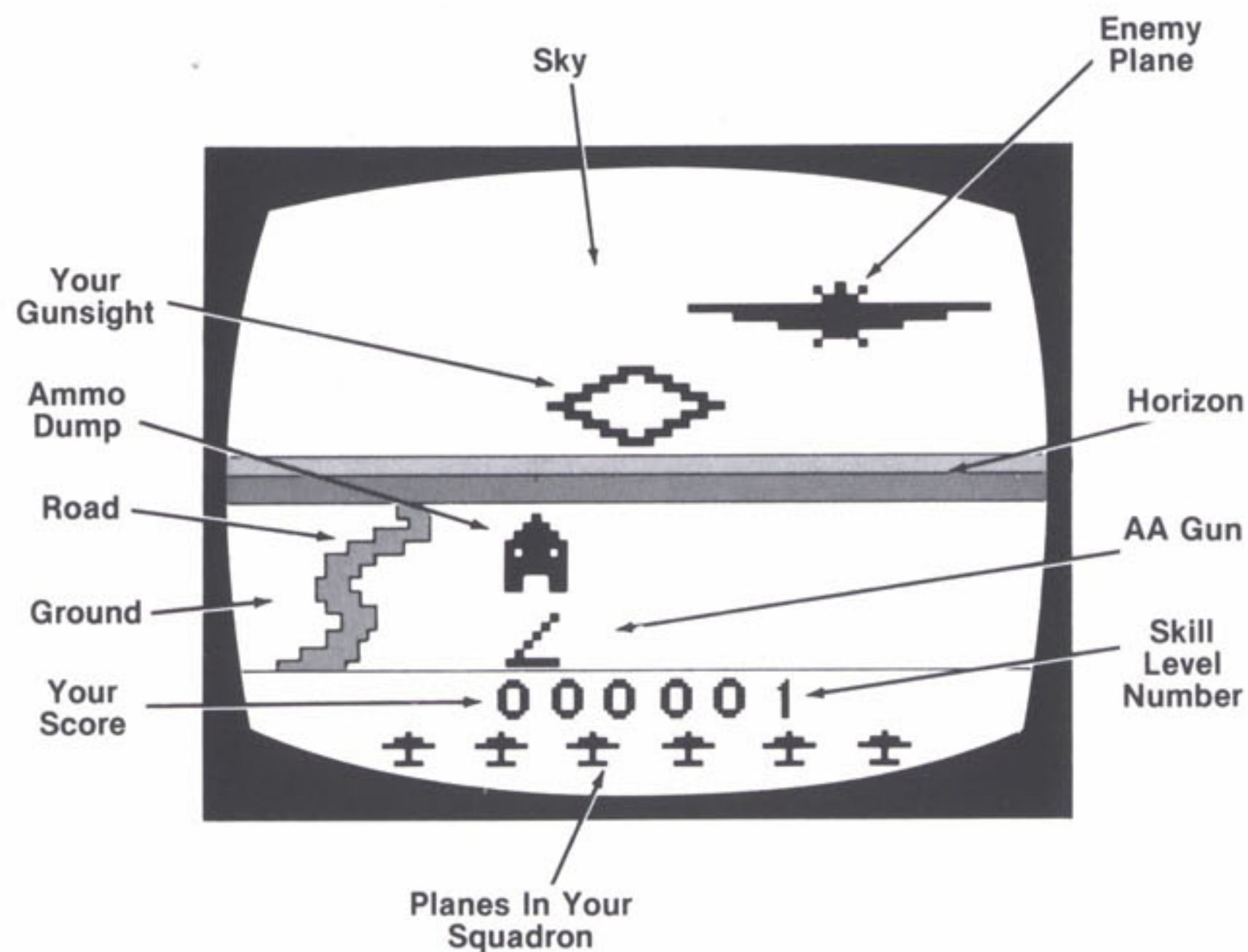
OBJECT OF THE GAME

Shoot enemy fighter planes, antiaircraft guns and ammo dumps to score the most points.

HOW TO SET UP THE GAME

1. **Cartridge Insertion:** make sure the Power Switch on your video game system is OFF. Hold the cartridge so the large Spitfire Attack label on the top panel is towards you and reads right side up, then carefully insert the cartridge into the cartridge slot. Make sure the cartridge is fully inserted in the slot, but do not try to force it. **Please Note:** when removing the cartridge, turn the Power Switch OFF, then carefully pull the cartridge straight out of the slot.
2. Turn your TV on and slide the Power Switch ON. A demonstration of some of the game graphics appears on your television screen as shown in Figure 5.

FIGURE 5



3. Adjust the volume control on your television set to the desired level.
4. **Skill Levels:** there are six different skill levels, numbered 1 through 6. When you slide the Power Switch on, the game is on skill level 1. This number is displayed in the score box at the bottom of the screen. Skill level 1 is the easiest because your plane is flying the slowest. Skill level 6 is the hardest because your plane is flying the fastest. To change the skill level, depress the Game Select Switch. Each time you depress it, the skill level increases by 1 until it reaches 6, then it returns to 1. **Please Note:** the skill level cannot be changed during a game.
5. **Difficulty Levels:** after you choose a skill level, select a difficulty level. There are two difficulty levels, "a" or "b," for each skill level. Level "a" is harder because enemy planes are flying faster. Level "b" is easier because enemy planes are flying slower. To select a difficulty level, slide the LEFT Difficulty Switch to either "a" or "b." **Please Note:** the difficulty level can be changed during a game.

NOW YOU TAKE OFF TO ADVENTURE!

HOW TO PLAY THE GAME

1. **Starting the Game:** depress the Game Reset Switch to start the game. You begin the game with six fighter planes which are displayed under your score.
2. **Flying Your Spitfire Fighter:** the screen shows your view of the battle from the cockpit of your plane. Enemy territory is passing below you and enemy planes are approaching in the sky ahead of you. To fly to the left, turn your gun to the left. To fly to the right, turn your gun to the right. Push forward on your gun to dive down toward the ground. Pull back on your gun to climb into the sky. Your plane is equipped with a Low Altitude Warning System. If your plane is too close to the ground, the system is set off and you'll see a red light flashing across the bottom of the screen and hear a loud warning signal. You must climb up into the sky to gain altitude or your plane will crash within a few seconds.

3. **Shooting Enemy Planes:** your fire button is on top of the left hand-grip of your machine gun. Your gun only fires in short bursts...to fire additional bursts release the fire button and press it again. Use the diamond-shaped gunsight in the center of the screen to aim your gun. Enemy planes appear in the distant sky and fly toward you. Maneuver your plane so the enemy plane is in the center of the sight, then shoot. You'll see two streams of machine gun bullets shoot directly ahead of your plane into the center of the diamond shape. When you score a hit, the enemy plane explodes. Watch out for fighters with red wings. They are piloted by enemy aces so they're harder to hit. When an enemy fighter plane closes in on you, and the rotating propeller becomes visible, it shoots its machine guns. If you are hit, your plane explodes in a fiery burst that fills the screen and you lose one plane from your squadron at the bottom of the screen. You can avoid machine gun fire by diving under the attacking enemy plane.
4. **Shooting Antiaircraft Guns and Ammunition Dumps:** there are two types of enemy targets on the ground: AA Guns and Ammo Dumps. Dive down toward the ground and line up a gun or dump in your sight, then fire. When you score a hit, the target explodes. Don't stay in a dive too long or you will crash.
5. **Enemy Flak:** sometimes enemy AA Guns fire bursts of flak into the sky to shoot down your plane. When the bursts of flak start exploding in the sky, you must quickly destroy an AA gun or the flak damage will destroy your plane.
6. **Scoring:** your score is displayed at the bottom of the screen. Every target you destroy adds to your score.
You receive 100 points for each AA Gun destroyed.
You receive 100 points for each Ammo Dump destroyed.
You receive 500 points for each Enemy Fighter Plane shot down.

7. Your Ranking:

Score 10,000 points and you're an ACE.

Score 25,000 points and you're a SUPER ACE.

Score 100,000 points and you're a SUPER LIFE ACE.

Score over 500,000 points and you're a LEGEND OF THE AIR.

8. **End of Game:** the game is over when all six of your planes are destroyed by the enemy.

9. Depress the Game Reset Switch to start a new game at any time.

HAVE A GOOD MISSION! HAPPY HUNTING!

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Tele-Games® is a registered trademark of Sears, Roebuck & Co.

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VIDEO ARCADE™ is a trademark of Sears, Roebuck & Co.

ColecoVision™ is the trademark of Coleco Industries, Inc.

MAINTENANCE AND SERVICE INFORMATION

IN CASE OF DIFFICULTY

In the event that you have difficulty with your Flight Commander Control or Spitfire Attack cartridge, disconnect them from your video game system console. Replace them with another cartridge and joystick controller and operate your system. If the difficulty continues to appear, consult your video computer system owner's manual.

If the difficulty disappears, reconnect the Flight Commander Control and Spitfire Attack cartridge, following carefully the directions for setup on page 2 of these instructions. If the difficulty persists, refer to warranty information on page 11.

IMPORTANT CAUTIONS

- Always turn the Power Switch on the console OFF before inserting or removing Spitfire Attack or any other game cartridge.
- Don't try to force the cartridge into the console.
- Your Spitfire Attack cartridge is protected from normal wear with a sturdy plastic cover. However, care should be taken not to spill liquids on the cartridge.
- Always check to see that the Flight Commander cable is firmly seated into the LEFT joystick controller port of your video game system console.

If you have questions or need assistance, call Milton Bradley Company, Customer Service Department, at the following toll-free number: dial: 1-800-628-8608 (not available in Hawaii or Alaska) and ask for Power Arcade assistance. In Massachusetts call collect 1-413-525-6411. These lines operate from 8:00 a.m. to 4:30 p.m., Eastern time, Monday to Friday.

90 DAY LIMITED WARRANTY ON FLIGHT COMMANDER/SPITFIRE ATTACK

Flight Commander/Spitfire Attack is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if Flight Commander/Spitfire Attack has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of Flight Commander/Spitfire Attack or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, Flight Commander/Spitfire Attack will either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that Flight Commander/Spitfire Attack is replaced, the warranty on the replacement will be continued for 90 days.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

POST WARRANTY REPAIR POLICY—FLIGHT COMMANDER

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your Flight Commander or replace it with a reconditioned product on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of \$7.50. Milton Bradley shall not be obligated to perform this service if Flight Commander has been abused, misused, improperly serviced or damaged due to accident.

MAILING INSTRUCTIONS

If the original packaging is available, repack Flight Commander/Spitfire Attack in its packing and box. If not available, wrap carefully, making sure to surround the product with adequate padding. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address.

Milton Bradley Company
Attn: Electronic Warranty Repair
108 Industrial Drive
East Longmeadow, MA 01028

POST WARRANTY CARTRIDGE REPLACEMENT POLICY—SPITFIRE ATTACK

Replacement cartridges may be purchased from Milton Bradley. Tell us the name of the cartridge you wish to order and send a check or money order in the amount of \$20.00 for each cartridge to:

Customer Service
Milton Bradley Company
443 Shaker Road
East Longmeadow, MA 01028

